

(Continued from page 38)

WARSHIP PENETRATION TABLE

WARSHIP PENETRATION TABLE (HORIZONTAL/VERTICAL)
RANGE (in thousands)

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23
18.1/45	27/1	27/1	26/1	26/1	26/1	25/1	25/1	25/1	24/2	23/2	23/2	23/2	22/2	22/2	22/2	21/3	20/3	20/3	20/3	19/3	19/3	19/3	18/4	17/4
16/50	27/1	27/1	26/1	26/1	26/1	25/1	25/1	24/2	23/2	23/2	23/2	22/2	22/2	21/3	20/3	20/3	20/3	20/3	19/3	19/3	18/4	17/4	17/4	17/4
16/45	25/1	25/1	24/1	24/1	24/1	23/1	23/1	22/2	21/2	21/2	21/2	21/2	20/2	19/3	19/3	18/3	18/3	18/3	17/3	17/3	16/4	16/4	15/4	15/4
15/42	23/1	23/1	22/1	22/1	21/1	21/1	20/2	19/2	19/2	19/2	18/2	18/2	17/3	16/3	16/3	16/3	15/3	14/4	14/4	13/4	13/4	13/4	12/4	11/5
14/50	23/1	23/1	22/1	22/1	22/1	21/1	21/1	20/2	19/2	19/2	19/2	18/2	18/2	17/3	17/3	16/3	16/3	16/3	15/3	14/4	14/4	13/4	13/4	13/4
14/45	23/1	23/1	22/1	22/1	22/1	21/1	21/1	20/2	19/2	19/2	19/2	18/2	18/2	17/3	17/3	16/3	16/3	16/3	15/3	15/3	14/4	14/4	13/4	13/4
12/50	17/1	17/1	16/1	16/1	16/1	15/1	15/1	14/2	14/2	13/2	13/2	13/2	13/2	12/2	12/2	11/3	11/3	10/3	10/3	10/3	10/3	9/3	9/3	9/3
8/55	9/1	9/1	8/1	8/1	8/1	8/1	8/1	8/1	8/1	7/1	7/1	7/1	7/1	7/1	6/2	6/2	6/2	5/2	5/2	5/2	5/2	5/2	5/2	5/2
8/50	9/1	9/1	8/1	8/1	8/1	8/1	8/1	8/1	8/1	7/1	7/1	7/1	7/1	7/1	6/2	6/2	6/2	5/2	5/2	5/2	5/2	5/2	5/2	5/2
6/60	7/1	7/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	5/1	5/1	5/1	5/1	5/1	5/1	4/1	4/1	4/1	4/1	3/1	3/1
6/53	7/1	7/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	5/1	5/1	5/1	5/1	5/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1
6/47	7/1	7/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	5/1	5/1	5/1	5/1	5/1	5/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1
6/50	7/1	7/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	5/1	5/1	5/1	5/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1
6/45	7/1	7/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	5/1	5/1	5/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1
5.5/50	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1
5/51	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1
5.25/50	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1
5/50	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1
5/40	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1
4.7/45	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1
5/38	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1
4.5/45	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1
5/25	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1
4/50	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1
4.7/50	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1
3.9/60	5/1	5/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1
4/45	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1
3/60	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1

WARSHIP PENETRATION TABLE (HORIZONTAL/VERTICAL)
RANGE (in thousands)

	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
18.1/45	17/4	17/4	16/4	16/4	16/4	15/5	14/5	14/5	14/5	13/5	13/5	13/5	12/6	11/6	11/6	11/6	10/6	10/6	10/6	9/7	8/7	8/7	8/7
16/50	16/4	16/4	15/5	14/5	14/5	14/5	14/5	13/5	13/5	12/6	11/6	11/6	11/6	10/6	10/6	9/7	8/7	8/7	8/7				
16/45	15/4	14/4	13/5	13/5	12/5	12/5	12/5	12/5	10/6	10/6	10/6	9/6	9/6	9/6	8/6	7/7	7/7						
15/42	11/5	10/5	10/5	10/5	8/6	8/6	8/6	7/6	7/6														
14/50	12/4	12/4	11/5	11/5	10/5	10/5	10/5	9/5	8/6	8/6	7/6	7/6	7/6										
14/45	13/4	13/4	12/4	11/5	11/5	10/5	10/5	10/5	10/5	9/5	8/6	8/6	7/6	7/6	7/6								
12/50	8/4	8/4	7/4	7/4	7/4	7/4	6/4	6/4	5/5	5/5													
8/55	5/2	4/2	4/2	4/2	3/3	3/3	3/3	3/3	3/3														
8/50	4/2	4/2	4/2	4/2	4/2	4/2	3/3																
6/60	3/1	3/1	3/1	3/1	3/1	3/1	3/1																
6/53	3/1	3/1	3/1																				
6/47	3/1	3/1	3/1																				
6/50																							
6/45																							
5.5/50																							
5/51																							
5.25/50																							
5/50																							
5/40																							
4.7/45																							
5/38																							
4.5/45																							
5/25	4/1	3/1	3/1	3/1	3/1	3/1	2/1																
4/50	4/1	3/1	3/1	3/1	3/1	3/1	2/1																
4.7/50																							
3.9/60																							
4/45																							
3/60	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1															

Let me conclude with two important thoughts. First, *Warship* should be played as a series of battles with players keeping a running point tally. At least, have both players take each side of a given scenario. The

hints I have given here will often only serve to cut losses rather than obtain victory, but cutting losses has real value in a running series. Second, don't continue to adhere to *any* rule that has outlived its usefulness or be-

come counter-productive. Battles are very fluid affairs. Ultimately, "Victory At Sea" will more often go to the commander who can adapt or who dares to take a worthwhile gamble.

THE ELECTRONIC GRIDIRON

(Continued from page 18)

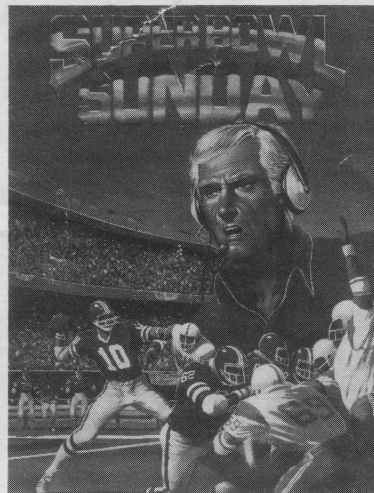
The plus yardage described is due to get better as additional Team Data Disks are released. Circle Reader Service #55.

Super Bowl Sunday, also from Avalon Hill, is another statistics-based strategy game. The plus yardage for this product begins with its availability in several formats: Apple, C-64, and IBM. Additional yardage can be added for the "Champions Disk" (sold separately) which features twelve classic match-ups from Super Bowls past. Tack on plus yardage for the ability of a player on offense to select which particular running back will carry the ball and which receiver

would be the primary target in a pass play. Many games do not allow this much control in play selection. On defense, players may choose how many and which linebackers to blitz, which offensive player to key on, or which receiver to double-cover. Super Bowl Sunday is a strategist's strategy game which would effortlessly go all the way to paydirt if it were not for the minus yardage.

Minus yardage must be assessed due to the unexceptional graphics. Other minus yardage must be assessed for the limited play selections (although these are enhanced by the ability to assign particular players to a task). Nevertheless, the

game is worth playing and offers realistic results. Circle Reader Service #56.



3-in-1 Football from Lance Hafner Games is a unique product. This is a text-only football strategy that is able to hold its own with products produced on a bigger budget. Plus yardage for this game is gained by recognition that it is available on a multitude of machine formats, team data disks are updated yearly, college and professional

data files are provided, the game is easy-to-learn and play, and the results are almost always realistic.

(Continued on page 52)

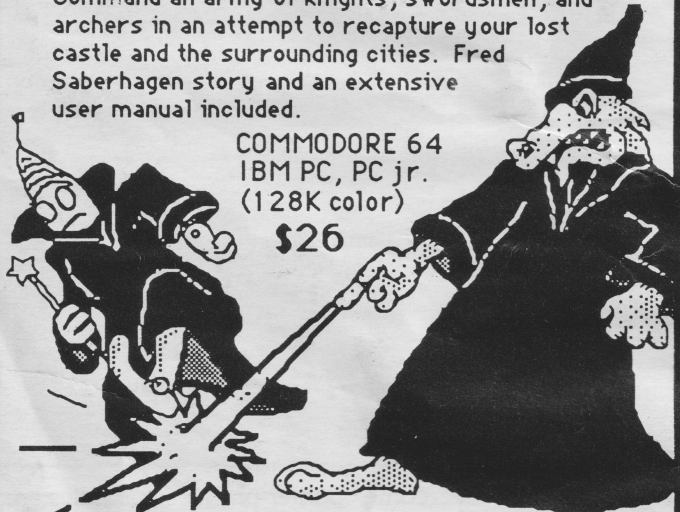
SWORDS AND SORCERY!

WIZARD WAR

Command an army of knights, swordsmen, and archers in an attempt to recapture your lost castle and the surrounding cities. Fred Saberhagen story and an extensive user manual included.

COMMODORE 64
IBM PC, PC jr.
(128K color)

\$26



BERSERKER WORKS LTD
PO BOX 14268
ALBUQUERQUE, NM 87191
505-298-3237

Circle Reader Service #37



**BALBOA
GAME
COMPANY**

630 W. Willow Street
Long Beach, California 90806

In Cal. 1-800-445-7381 Outside Cal. 1-800-223-9833

We have all the games that you want from all the great companies - Avalon Hill, Electronic Arts, Epyx, Microprose, Muse, Omnitrend, Sim. Canada, Sir Tech, Strategic Simulations Inc. (SSI), Strategic Studies Group (SSG), plus many more. If we don't have it - we will get it for you.

ACCESS
software incorporated



EPYX

We have been serving gamers since 1974 - we are one of the nation's top full-line distributors of games, miniatures, and software. We have fast, reliable mail-order service for all of your gaming needs.

SIR-TECH

microcomputer games

Whether you shop by mail or come and visit our store, we can serve you best.

Microcomputers Supported

Commodore 64/128

IBM PC, PCjr.

apple
II+, IIe, IIfx

ATARI
400/800 &
XL and
XE series

MICROPROSE

Send \$2.00 ea. for our (1) software, (2) games, or (3) miniatures catalog(s) or all three for \$5.00. Dealer inquiries welcome.

Circle Reader Service #38

Circle Reader Service #61 »